Daniel Fernandes Melchert

Game Producer

Contact:

dfmelchert13@gmail.com

+55 11 984447048

Website/LinkedIn:

https://www.dfmelchert.dev.br

https://www.linkedin.com/in/daniel-melchert-9359511b0/

Skills:

- Agile Development / Scrum / Kanban
- Written & Verbal communication skills
- Project Management
- Leadership
- Problem Solving / Logical Reasoning
- Organizational Skills
- Abstract Thinking
- Risk Mitigation
- Teamwork
- Public Speaking
- Open to Change
- High-Energy
- Outgoing
- Adaptive

Education:

University of Utah * Graduated May 2021

- Major: Film & Media Arts emphasis in EAE
  (Eletronic Arts and Engineering)/Games

Red Zero Technical Institution * Graduated
December 2016 -
     (Partner with Full Sail University)

- Diploma in Digital Media

Udemy - Agile Scrum Fundamentals *
Certified July 2021

- Certificate in Scrum

Languages:

Portuguese (Native)

English (Fluent)

Spanish (Intermediate)

Projects & Experience:

TGS Gaming - Remote, SP, BRA - Full-time
Eletronic Pull Tabs **- Project Manager - Mobile/Tablet**
- Managed the full development circle of 14 pull-tab games in 1 year
- Conducted all scrum ceremonies within the managed squad
  (dailies, Retros, Reviews, etc)
- Kept the roadmap updated and informed stakeholders of potential risks for deliveries
- I kept the internal stakeholders, and the external publishing company (Pilot Games)
  about updates in development and risks for the delivery.

The Walking Dead: Destinies - Flux Games - **Sao Paulo, SP, BRA - Full-time**
Lead Game Producer - PC, Switch, PS4, PS5, Xbox One, Xbox Series S/X
- Organized and maintained the project roadmap updated and on track with our
  deliveries.
- Kept the publishing company (Gamemill) updated with the project's
  progress and milestones deliveries.
- Worked closely with outsourcing companies including Audio and QA.
- I led the certification team in organizing certification rules, and priorities.
- Created and Updated the plataforms portals adding; Achievements, submitted builds,
  game's features info, etc (Playstation, Nintendo, Xbox, Switch, and PC).
- Worked closely with both internal and external QA, to organize test
  and align priorities with the Dev team.
- Led the production team throughout the whole development circle.

Short N Sweet (Flux Games) **- Sao Paulo, SP, BRA - Full- Time**
Mirrored Souls / UDO / Holy Hunt / Food Boy **- Lead Publishing Producer**
PC, Switch, PS4, PS5, Xbox One, Xbox Series S/X
- Kept weekly meetings with the team to gather reports and development updates.
- Reported the development Status to the directors of the SNS division.
- Created the Store portals for all gaming platforms (PC and Consoles)
- Worked with the development teams in order to schedule and submit build for the
  certification process in all plataforms
- Coordenated with the marketing team the publishing and update of all assets and
  builds in the stores

Flux Games - **Sao Paulo, SP, BRA - Full-time**
Cobra Kai 2: Dojos Rising - **Lead Game Producer - PC, Switch, PS4, PS5, Xbox One, Xbox Series S/X**
- Organized and maintened the project roadmap updated and on track with our
  deliveries.
- Kept the publishing company (Gamemill) updated with project's progress and
  milestones deliveries.
- Worked closely with outsourcing companies managing all the necessary deliveries.
- I led the certification team organizing certification rules, and priorities.
- Created and Updated the plataforms portals adding; Achievements, submitted builds,
  game's features info, etc (Playstation, Nintendo, Xbox, Switch, and PC).
- Worked with the production team to mitagate risks within the development team.
- Coordinated and conducted with Gamemill and Hamesterball all the VOs sections
  and documents, such as the master script.

Warner Bros Avalanche - **Salt Lake City, Utah, USA - Contract**
Hogwarts Legacy - **Level Designer (TEMP) - Unreal**
- Worked with the development team in order to create and implement new
  missions in the game.
- Fixed bugs and issues during missions.
- Created and Updated mission flow on specific levels.
- Fixed any potential problems with assets blueprints.
- Play tested levels and communicated with other departments about
  potential improvements.

Software:

- Microsoft Office
- Trello
- Favro
- Jira
- ClickUp
- Github
- Plastic
- Google Softwares
  (Sheets, Docs, Slides, etc)

- Unity
- Unreal Engine
- GameMaker Studio
- Miro Boards
- Figma Jam
- Notion

- Adobe Illustrator
- Adobe Premiere Pro
- Adobe Photoshop
- Adobe Audition
- Adobe InDesign
- Autodesk Maya
- Autodesk MotionBuilder